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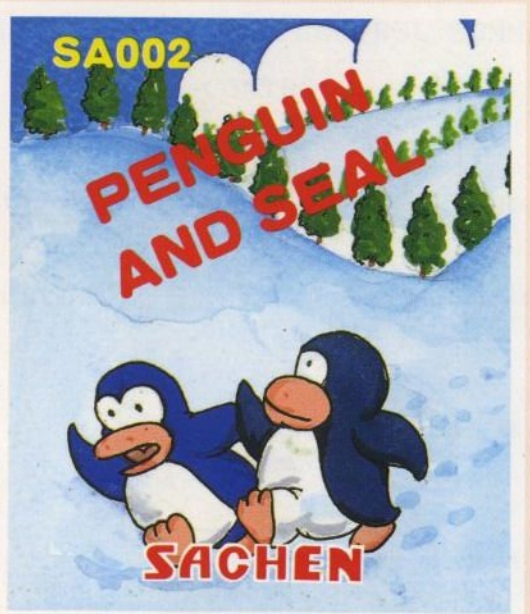
SACHEN



SA002

SACHEN

PENGUIN AND SEAL

PENGUIN AND SEAL CONTROL SUMMARY

CONTROLS

Start Button	Starts the game. Also freezes the game.
Select Button	Selects players mode.(One player, two players or construction.)
Button A	Will increase five rounds in total of the game.
Button B	Will decrease five rounds in total of the game.

One player or two players mode

Control Pad Arrow	Move the penguin up, down, left and right.
Button A	Push the ices.
Button B	Take down diamond / Put down diamond

Construction mode

If your select is construction mode that will make you construct the first round for yourself.

Select Button	Select the ices, the rocks, or the diamonds for construction.
Button A	Set up.
Button B	Cancel.
Start Button	Construction O.K.

I. INTRODUCTION

Mr. penguin, lived in the arctic circle, he is a great pioneer, and his mission is to collect all the diamonds of the arctic circle.

You may doubt whether he will succeed ,but I don't. I believe that he is brave enough to overcome any danger. So turn on the power, you will find a lot of fun in it.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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II. GAME CONTROLS

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III. GAME MECHANICS

Your mission is to collect the diamonds of each round. You must push all the diamonds in to the glacial vault in time to be allowed to enter the next round. There are a total of fifty rounds in the game. You have to play the game in the rules as follow:

(1). You will get 10 points, if you destroy a block of ice.

(2). After you destroy a seal, you will get 100 points.

(3). Each time you push a diamond into the glacial vault, then you will get 200 points.

(4). When your scores are increace up 5000, 10000, 20000, 30000 40000, 60000, 80000, 100000, 200000 or 400000 then you will get a extra penguin.

(5). You will start the game with 3 penguins onces, first penguin loses his power you can continue the game with the remaining two.

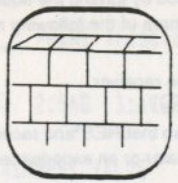
(6). The power will decreace fast, if the penguin is taking the diamonds.

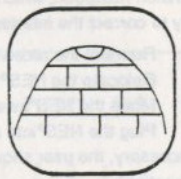
(7). If the diamonds are enclosed with the super ices, the game will be over.

IV.THE OBJECT

(1). ICE (3). SUPER ICE (5). GLACIAL VAULT

(2). SEAL (4). DIAMOND





COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

PENGUIN AND SEAL EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADRESS: _____

DATE: ____/ ____/ ____ PHONE #(Optional):(_____) ____--_____

GRANDING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1).GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2).COMPARED WITH GAMESTHAT YOU PLAY REGULARLY	1	2	3	4	5
3).COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4).VARIETY(ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5).GRAPHICS(COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6).SOUND EFFECTS(BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7).DIFFICULTY LEVEL(1:TOO EASY...5: TOO DIFFICULT)	1	2	3	4	5
8).FLAWS OR PROBLEMS(1:NONE...5:TOO MANY)					

PLACE
STAMP
HERE